Looking back at the past year, 2018 brought two large GNOME releases, versions 3.28 and 3.30, which delivered improvements across the board, particularly with performance, usability, and overall polish. Continuing its long-held tradition, the GNOME Foundation successfully hosted another iteration of its main conference, GUADEC. Taking place in Alicante, Spain this past July, the conference welcomed over 200 attendees. In August, the GNOME Asia Summit took place in Taipei, Taiwan, and participants were able to spend time with over one thousand other free software enthusiasts at the co-hosted event with COSCUP and OpenSUZ. Later, while working with our friends in the KDE community, System76, Purism, and others, the GNOME Foundation organized the Libre Application Summit (LAS) in Denver, Colorado. LAS hosted community members, developers, and designers from projects spanning the entire FOSS ecosystem to chart the future of libre computing.

On the technical side of things, significant developments were made to better support Rust for use in the GNOME platform, GJS (GNOME’s JavaScript Engine) was upgraded to support Mozilla’s SpiderMonkey 52, and GNOME made the important decision to move to GitLab. The switch to GitLab is of particular importance due to the overwhelming enhancement it adds to the development process of GNOME software. Most notably, it replaced Bugzilla as a far more usable issue tracking system, and provided GNOME teams with Continuous Integration (CI) for their projects.

Over the past year, the use of Flatpak for app usage and deployment has grown significantly, making it easier to distribute the latest and greatest software to users without any risk to their system stability. This growth was brought about by advancements made to the technology driving Flatpak under the hood, and with the maturity of this technology overall. However, the most exciting point of progress came from the launch of Flathub.org as a central web front-end for users to browse and install apps directly from their browser. Flathub is a distro-agnostic centralized software repository that, above all else, has made installing and managing software easy, intuitive, and fun.

The growth of GNOME over 2018 is thanks to GNOME’s talented developers, designers, contributors, and community. Furthermore, the GNOME Foundation was fortunate to receive large donations which will enable it to expand its operations going forward, beginning with several individuals being hired to fill necessary roles in the organization.

The Foundation would like to give special thanks to all of GNOME’s supporters and advocates, as well as to GNOME’s advisory board members, for their support.

We are looking forward to an exciting 2019! Stay tuned.
GNOME NEVER STOPS

The GNOME Foundation is a non-profit organization that works to further the goal of the GNOME project: to create a computing platform for use by the general public that is composed entirely of free software.

To achieve this goal, the Foundation coordinates releases of GNOME and determines which projects are a part of GNOME. The Foundation acts as an official voice for the GNOME project, providing a means of communication with the press and with commercial and non-commercial organizations interested in GNOME software. The Foundation produces educational materials and documentation to help the public learn about GNOME software. In addition, it sponsors GNOME-related technical conferences, such as GUADEC and GNOME.Asia, represents GNOME at relevant conferences sponsored by others, helps create technical standards for the project, and promotes the use and development of GNOME software.

While the many GNOME contributors develop code, smash bugs, write documentation, and help users, the Foundation acts as a guiding hand in the process and provides resources and infrastructure. It steers releases, determines what software is officially part of the Project, and acts as the official face of the GNOME Project to the outside world, though it delegates most of its authority to specialized teams.
PROJECT UPDATES

With two major releases, the migration to GitLab, and the never ending stream of commits, pushes, and merges, the GNOME Project saw another exciting year on the path towards creating the world’s foremost free software desktop.
GNOME had two releases in 2018. Our first release, 3.28, was on March 14, 2018 and was named after our host city of GNOME.Asia 2017, “Chongqing”. The second release, GNOME 3.30, was on September 6, 2018 and was named after our host city of GNOME 2018, “Anversa”. These two releases are the end-product of a community-wide push to improve the GNOME user experience, with focused attention on performance, features, and design. These improvements have significantly mitigated previously reported issues with memory consumption, and have laid the groundwork for continued performance improvements in subsequent releases.

Additionally, two preview applications were added to the GNOME default set of applications. Sugar, used to help you diagnose and resolve performance issues, was introduced in 3.28, and 3.30 added Podcasts, for subscribing and listening to online podcasts.

Existing applications were improved as well. Boxes allows you to easily download popular operating systems with a click of a button, and can now be used as a client to connect to Windows servers for remote administration. GNOME Games received performance improvements and user experience changes to enhance the retro-gaming experience. Web now allows you to focus on web content with a new minimal “reader” view. Files and Contacts now allow you to mark your favorites so you can access them directly from the sidebar. And finally, Photos has a new “import from device” feature that lets you easily add photos from removable media to your collections, and also boasts additional tools for photo manipulation, such as shadows and highlights, as well as performance improvements.

And last, but certainly not least, the desktop has gained some great new features. Written from scratch is a brand new on-screen keyboard for improving the experience using 2-in-1 laptops and tablets. There is now support for Thunderbolt 3 connections with added security checks that are designed to prevent data theft. Many improvements have been added for configuring touchpads and Bluetooth devices. And lastly, the default interface font for GNOME, Cantarell, has undergone a significant update that improves readability and creates a more attractive experience overall.

Accessibility

Accessibility is a core tenet of the GNOME Project and is a large part of our mission to provide a free software experience for everyone. In 2018, two new GNOME versions were released, adding many new features and fixes to our core suite of accessibility services.

Our Accessibility ToolKit (ATK) saw improvements with two new methods being added: ScrollTo() and ScrollToPoint(). With these two additions it is now possible for accessible technologies to better dictate scrolling behavior within applications, allowing scrolling to be much more content aware. This means that it is now possible for applications to scroll content paragraph-by-paragraph or page-by-page instead of being limited to scrolling line-by-line only.

The GNOME screen-reading application, Orca, saw a significant amount of refinement. A large number of bugs were fixed, some of which addressed important accessibility concerns. Orca should now have better interaction with GNOME Shell, with improvements to performance, zooming searches for unrelated labels, and many fixes for gnome-shell extensions. Initial support for Speech Synthesis Markup Language (SSML) has also been introduced in Orca, allowing us to use this XML-based markup language to assist in the generation of synthetic speech.

Orca now respects SSML by introducing marks in the text sent to the speech dispatcher. And finally, a substantial amount of effort was put into improving the screen reading experience for users who are web browsing and checking email. Specifically, improvements were added to Orca’s Accessible Rich Internet Application (ARIA) specification support with the addition of aria-keyshortcuts and a better presentation of displayed text in ARIA dialog.

LibreOffice’s compatibility with Orca has also been improved and expanded. A new option has been added to control how Orca audibly presents selection changes in a spreadsheet. Users now have the option to have Orca audibly read an entire range of selected values when selected cells change, rather than limiting the screen reader to only listing the cells that have changed from the previous selection. Additionally, there are now better heuristics to identify spell check dialog frames and to decrease the amount of confusion with similarly named frames.

Overall, users of GNOME accessibility technologies should be very pleased with the quality-of-life changes made to our core suite of tools, with many more improvements to come in future releases.
The GNOME project made the move to GitLab in June of 2018 and this transition has been one of the largest and most impactful changes to our development process in our 21-year history. With Bugzilla and other classic alternatives being increasingly more difficult to use over their newer, workflow-focused counterparts (e.g., Github, Gitlab, and Phabricator), we knew we needed to migrate to make it easier to contribute to GNOME. The decision to go with GitLab was due to it allowing self-hosting, being compatible with our FOSS ideals, and being the best all-around free software tool to simplify the contributor experience, lend transparency to decision making, and improve the stability and deliverability of GNOME Project software.

Since transitioning, the day-to-day impact of Gitlab has been incredible. We now rely on continuous integration (CI) and continuous delivery (CD) for our daily tasks, improving the stability of our software, and increasing the participation of our community in testing code changes much earlier in the release cycle.

Gitlab has also become our central hub for non-code operations, being used as a general project management tool. Thanks to GitLab’s advanced and intuitive project tracking features, such as issue tracking and project boards, we have seen more collaboration across different teams and groups, including the engagement team, the GNOME Foundation Board of Directors, conference organizers, and many others.

The GNOME community should feel proud to be the reason GitLab has become the most chosen Linux desktop development infrastructure. Thanks to GNOME’s leadership, other projects, such as FreeDesktop and Debian, have followed suit in transitioning to GitLab. It is now easier than ever to start contributing to FOSS.
EVENTS

GNOME participated in many events in 2018. From managing booths, giving talks, or holding Birds of a Feather (BoF) sessions, our members attended around 20 different conferences and hackfests. We hosted three major GNOME events as well. GUADEC, GNOME.Asia, and Libre Application Summit were all planned, organized, and run by our teams.
HACKFESTS

Hackfests are a great way to engage people and foster collaboration among our community. The GNOME Foundation supports these through organization and sponsorships.

**GNOME FOUNDATION HACKFEST 2017**
Berlin, Germany | October 6–8, 2017
This hackfest for the GNOME Foundation staff and Board of Directors was the first of its kind. Attendees focused on budget allocation and approval, travel policies and practices, reimbursements, committees, marketing and engagement, privacy funds, and empowering GNOME employees.

**GSTREAMER AUTUMN HACKFEST 2017**
Prague, Czech Republic | October 19–20, 2017
GStreamer developers and contributors gathered for two days right before the GStreamer Conference to work on GStreamer and related projects.

**UX HACKFEST 2017**
London, United Kingdom | November 14–17, 2017
This small, three-day hackfest allowed UX designers and GNOME Shell maintainers to work together on ongoing UX plans for GNOME Shell.

**GTK+ HACKFEST 2018**
Brussels, Belgium | January 3–12, 2018
The focus of this two day hackfest was to continue work started in the GTK+ BoF session at GUADEC 2017. Attendees aimed to shorten the blocker list for GTK+ 4 and create a realistic roadmap for release.

**GNOME RECIPES HACKFEST 2018**
Yogyakarta, Indonesia | Feb 28–March 2, 2018
The purpose of this hackfest was to allow the GNOME Recipes and Endless teams to meet and explore ways to collaborate on turning Recipes into a cooking app that works for Endless users as well as the GNOME community.

**GNOME + RUST HACKFEST #2**
Berlin, Germany | Nov 10–12, 2017
This follow-up hackfest focused on improving the interoperability between Rust and GNOME, improving the support of GNOME libraries in Rust, and exploring solutions to create GObject APIs from Rust.

**GT+ HACKFEST 2018**
Madrid, Spain | April 27–20, 2018
This Gnome + Rust hackfest was another follow-up event. Attendees focused on continuing work started at both previous meetings in 2017.

**FRACTAL HACKFEST 2018**
Strasbourg, France | May 10–13, 2018
This three day hackfest was a small gathering of core Fractal contributors. Attendees focused on planning a roadmap for Fractal going forward.

**SHELL PERFORMANCE HACKFEST 2018**
Cambridge, United Kingdom | May 14–16, 2018
The goal of the GNOME Shell Performance hackfest was to reduce the resource usage (RAM, CPU, GPU) of a typical GNOME session. This initiative was supported by the Raspberry Pi Foundation and the GNOME Foundation.
CONFERENCES

GNOME. ASIA 2017
Chongqing, China  | October 14–16, 2017

2017 was full of reasons to celebrate: it was the 20th birthday for the GNOME Project, and the 10th annual GNOME.Asia Summit! Hosted in Chongqing, China, this event attracted thousands of free and open-source lovers.

The first day had some very interesting talks including: "The future of GNOME is You", "Building a Real Market for Applications", "Flatpak", "OSTree", "EndlessOS", "RPM-OSTree", "Blockchains", "Building medical devices from GNOME", and "Let the General Public Embrace Open Source by Being Makers". These topics generated a lot of interest in the areas of coding and translations for GNOME.

The second day had talks including: "Why FOSS in Education Makes Sense", "GNOME to 2020 and Beyond", and "The GNOME Contribution Workflow for Newcomers". We also hosted a newcomers workshop, open to everyone, which helped new contributors find a place to start.

GNOME.ASIA 2018
Taipei, Taiwan  | Aug 11–12, 2018

The GNOME Foundation organized the 2018 GNOME.Asia Summit in Taipei, Taiwan. This event was co-hosted with Conference for Open Source Coders, Users and Promoters (COSCUP), a major local open source conference, and took place at the National University of Science and Technology of Taiwan (commonly known as Taiwan Tech).

GNOME.Asia Summit 2018 had two devoted track sessions that were held separately from the COSCUP tracks, providing dedicated space for the GNOME community to discuss relevant topics. In prior years, BoF sessions were separated into different areas of interest, such as "Flatpak", "Engagement", "Docs & Translations", etc. This year the structure of BoF changed to a general GNOME BoF. Discussions centered around organizing future GNOME.Asia conferences and fostering a community in Asia.

GUAEDEC 2018
Almería, Spain  | July 6–11, 2018

Every year, GUAEDEC brings together developers, designers, users, experts and enthusiasts for a week of talks, workshops, round tables, team building and more. In 2018, the conference was held in the coastal city of Almería, Spain at the University of Almería. The conference lasted for seven days, three days of scheduled talks and four days of BoFs and workshops. There were 215 attendees registered, 44 talks, 20 BoFs and workshops.

Talks of note included: "Product Management in Open Source", "Flatpak", "JavaScript in GNOME in 2018", "Translation of GNOME", in addition to the two standard lightning talk sessions there was a special session focused solely on GTK4. This talk presented all the internal subsystems that have seen changes, covering parts such as GdkMotionControl, GdkRenderer, GdkScalops, GdkPaintable, and GdkMediaStream.

BoFs included: "Contributing to GNOME Documentation and Localization", "Theming & Experience", "Multiple Displays", and "LibreOffice". Two workshops were held this year: Flatpak and GitLab CI. The Flatpak workshop explained the basics of the flatpak package and gave some tricks and tips for developing with Flatpak. The GitLab CI workshop showed attendees how to properly use all features of GitLab CI for their projects. Social events this year included a tour of local ruins, paella and football on the beach, and the annual women’s dinner.

LIBRE APPLICATION SUMMIT
Denver, United States  | September 6–9, 2018

The goal of Libre Application Summit (LAS) was to bring together developers and all other contributors to create an effective system that encourages people to build applications on Free Software operating systems. Representatives from across the Free Software community attended, including KDE and Elementary.

LAS had approximately 60 attendees and a total of 20 talks, not only technical topics but also outreach, education, and design.

The first three days of the conference were dedicated to talks. Highlights include "Creating a Third Wave of Free and Open Source Software", "Flatpak—a Technical Walkthrough", "Elementary AppCenter", and "Qt: The Multi-Platform Toolkit".

The last day of the conference was scheduled entirely for BoFs and hacking: Engagement BoFs, Flatpak, GNOME Documentations, and a session for LAS'18. Many of the participants also worked on saving AppCenter payment methods, and after the session, there was progress on the design and UI prototypes of the app.
The Foundation saw another strong year—new members joined our advisory board, new support staff was brought onboard, we saw many new donations, both large and small, and we were able to provide an enriching educational experience for 15 Google Summer of Code students and 2 Outreachy interns.
The GNOME Foundation fiscal year 2018 ran from October 1st, 2017 to September 30th, 2018. Foreign currencies are converted to USD.

**Income**

The Advisory Board fees for 2017 include $20,000 that were a retroactive payment for 2016. Discounting that, we saw an increase of Advisory Board fees which reflected the increase of Advisory Board members. The large increase in donations was due to the two large donations we received this year. Our royalty payments have been trending downward for the last few years and continue to do so. The increase in other income shows increased interest from holding more money and the administrative fees from the GIMP project as they too received a large donation.

**Expenses**

Expenses for 2018 increased as planned. The employees expenditure category includes a full year of salary for our Executive Director (2017 only included eight months), and more hours for our contracted system administrator. Our events budget went up as we were able to fund more hackfests. The marketing budget reflects an increased effort to support local events, such as release parties. The doubling of the expense for outreach came from sponsoring two Outreachy interns instead of one.

**Future Projections**

Some of the revenue generated in 2017 is being used to support an increased staff. Our goal is to generate enough funds in the future to continue supporting the new staff members who will in turn increase our ability to support our mission.
GNOME participate in two outreach programs: Google Summer of Code (GSoC) and the Outreachy Program.

**GOOGLE SUMMER OF CODE**

For GSoC, we had a total of 15 students who worked on GNOME core applications, libraries and new projects.

- **Julian Sparber**  
  Mentor: Daniel García Moreno  
  Project: Improve the Fractal UI (A GTK Matrix client)

- **Eisha Chen-yen-su**  
  Mentor: Daniel García Moreno  
  Project: Fractal UI Redesign and New Dialogs

- **Aditya Manglik**  
  Mentors: Felipe Borges, Christian Kellner  
  Project: Power Panel for GNOME Usage

- **Ernestas Kulik**  
  Mentor: Carlos Souto  
  Project: Nautilus GTK 4 Port

- **Alexandru Fazakas**  
  Mentor: Carlos Souto  
  Project: Nautilus Tests, Profiling and Debug Framework

- **Suhas Nayak**  
  Mentor: Mathew Depisochellie  
  Project: Pittr: Slow-motion Video

- **Ruxandra Simion**  
  Mentor: Robert Bohn  
  Project: Flat UI Redesign and New Dialogs

- **Ivan Melodeltsikhik**  
  Mentor: Federico Mena-Quintero  
  Project: Porting of librewx Filters to Rust

- **Saurabh**  
  Mentor: Akshay Singh  
  Project: Segregate Games and Display MetaData

- **Rohit Kaushik**  
  Mentor: George Stavracas  
  Project: Make Todolist and Todo List Integration shine

- **Harish Fulara**  
  Mentor: Alexandra Bokvil  
  Project: Pittr UI Polishing

- **Fabian (bobufa)**  
  Mentors: Flavio Maron, Jarnar  
  Project: Dino: Message Search

- **Jiahui Liu**  
  Mentors: Jonathan Kang, David King  
  Project: GNOME-logs: Responsive Updates

- **Yatin Maan**  
  Mentor: Thibault Saunier  
  Project: Pittr: Scalable Process

- **Evan Welsh**  
  Mentor: Manuel Quiliones  
  Project: GJS Examples Applications and Overall Improvement

We would like to thank all of our students and interns for the successful completion of their projects! We wish them all the best and hope they’ll remain part of GNOME in years to come.

**OUTREACHY**

For Outreachy, the GNOME Foundation funded two students.

- **Karuna Grewal**  
  Mentor: Felipe Borges  
  Project: GNOME Usage: Network and Power analysis

- **Avi Zajac**  
  Mentor: Philip Clements  
  Project: Improve Asynchronous Code in GNOME with Javascript Promises

We would like to thank all of our students and interns for the successful completion of their projects! We wish them all the best and hope they’ll remain part of GNOME in years to come.
FRIENDS OF GNOME

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